



**Calcolatrice** is a software application that can **execute plain calculus** but also **complex formulas** with variables and **retain** the **history of your work**, so in respect with the standard app provided by the operating system is really useful.

Written in **POWER-KI**, let you use many operators and built-in function of this powerful language, so giving a fast-track to learn coding, in plus it is open source and free.

1.0.0

# Calcolatrice POWER-KI Apps Productivity

Mod. PWK-MAN-01-A5



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©2020 **XPLAB** 

XPLAB s.a.s viale Sant Eufemia , 39 25135 Brescia – ITALY

Tel. +39 030 2350035

www.XPLAB.net www.power-ki.com www.PowerBerry.tech

Page 2 of 30

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POWER-KI Apps Productivity







# **Summary**

Document Information           Summary         Purpose           References         Purpose           References         1           1 User interface         1           2 How to use         1           2.1 by Examples         1           2.1.1 Math         1           2.1.2 Temporary variables         1           2.1.3 Static variables         1           2.1.4 Formulas         1           2.1.5 Iteration         1           2.1.6 Check condition         2           2.1.7 Not only numbers         2           2.1.8 For advanced Users         2           3 Operators and functions overview         2           4 Where Next         3	Di	sclaimer		4
Summary.       Purpose.         References.       Purpose.         Terms and Definition.       1         1 User interface.       1         2.1 by Examples.       1         2.1.1 Math.       1         2.1.2 Temporary variables.       1         2.1.3 Static variables.       1         2.1.4 Formulas.       1         2.1.5 Iteration.       1         2.1.6 Check condition.       2         2.1.7 Not only numbers.       2         2.1.8 For advanced Users.       2         3 Operators and functions overview.       2	Do	ocument Inf	formation	5
Purpose				
References         Document Change         Terms and Definition       1         1 User interface       1         2 How to use       1         2.1 by Examples       1         2.1.1 Math       1         2.1.2 Temporary variables       1         2.1.3 Static variables       1         2.1.4 Formulas       1         2.1.5 Iteration       1         2.1.6 Check condition       2         2.1.7 Not only numbers       2         2.1.8 For advanced Users       2         3 Operators and functions overview       2		Purpose		5
Document Change           Terms and Definition         1           1 User interface         1           2 How to use         1           2.1 by Examples         1           2.1.1 Math         1           2.1.2 Temporary variables         1           2.1.3 Static variables         1           2.1.4 Formulas         1           2.1.5 Iteration         1           2.1.6 Check condition         2           2.1.7 Not only numbers         2           2.1.8 For advanced Users         2           3 Operators and functions overview         2		References	3	5
Terms and Definition	Do			
2 How to use       1         2.1 by Examples       1         2.1.1 Math       1         2.1.2 Temporary variables       1         2.1.3 Static variables       1         2.1.4 Formulas       1         2.1.5 Iteration       1         2.1.6 Check condition       2         2.1.7 Not only numbers       2         2.1.8 For advanced Users       2         3 Operators and functions overview       2			_	
2.1       by Examples       1         2.1.1       Math       1         2.1.2       Temporary variables       1         2.1.3       Static variables       1         2.1.4       Formulas       1         2.1.5       Iteration       1         2.1.6       Check condition       2         2.1.7       Not only numbers       2         2.1.8       For advanced Users       2              3       Operators and functions overview       2	_			
2.1.1 Math       1         2.1.2 Temporary variables       1         2.1.3 Static variables       1         2.1.4 Formulas       1         2.1.5 Iteration       1         2.1.6 Check condition       2         2.1.7 Not only numbers       2         2.1.8 For advanced Users       2         3 Operators and functions overview       2	2	How to us	se	12
2.1.1 Math       1         2.1.2 Temporary variables       1         2.1.3 Static variables       1         2.1.4 Formulas       1         2.1.5 Iteration       1         2.1.6 Check condition       2         2.1.7 Not only numbers       2         2.1.8 For advanced Users       2         3 Operators and functions overview       2		2.1 by Ex	camples	13
2.1.3 Static variables       1         2.1.4 Formulas       1         2.1.5 Iteration       1         2.1.6 Check condition       2         2.1.7 Not only numbers       2         2.1.8 For advanced Users       2         3 Operators and functions overview       2				
2.1.4 Formulas       1         2.1.5 Iteration       1         2.1.6 Check condition       2         2.1.7 Not only numbers       2         2.1.8 For advanced Users       2         3 Operators and functions overview       2		2.1.2	Temporary variables	16
2.1.5       Iteration		2.1.3	Static variables	17
2.1.6 Check condition		2.1.4	Formulas	18
2.1.7 Not only numbers		2.1.5	Iteration	19
2.1.8 For advanced Users		2.1.6		
3 Operators and functions overview2		2.1.7		
•		2.1.8	For advanced Users	23
4 Where Next	3	Operators	and functions overview	24
	4	Where Ne	xt	30





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# **Document Information**

# **Summary**

Describe the POWER-KI app Calcolatrice.

# **Purpose**

Help users.

### References

[1] POWER-KI: a programming language - PRELUDIO(C)2012 XPLAB - BRESCIA - ITALYC.A. PERANIISBN 978-88-907392-1-7

[2]





# **Document Change**



# **Terms and Definition**

Glossary entry	Entry definition	
PWK	POWER-KI	
NV	Numerical value (like 10)	
NNV	Not Numerica Value (char strings like Italy)	





# 1 User interface



The use is very simple:

insert your calculus and press  $\leq$ ENTER $\geq$  or the button [EXECUTE];

the result is returned in the result box and in the History grid both the calculus and the result are added on top (the last 50, unic computations).

From History grid you can reload (and re-execute) a calculus or delete a line, or flush all.

With the [X] (erase) button the input box is cleared.





User interface



You can define Formulas with Parameters. When you enter a symbol with § (paragraph) as first character, if it does not already exists is added to the parameter grid and you can insert the values to be considered for the execution in the VALUE column.

The content of the Input box and the relative parameters can be saved with name in the formula repository and its name will be added on the Formula grid for a later use (mouse double click or [LOAD]).







With the button [Goto: www.POWER-Ki.com] two tab are opened on your browser: site main page and a Google search for info about POWER-KI and XPLAB.







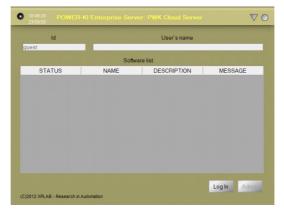


User interface

With the button [Goto: Power CLOUD] you get the access to PWK-EnterpriseServer for CLOUD services.



Id and Password are guest.



After the login from the menù you can download update, new applications, access CLOUD services etc.





In the Input box you can insert simple calculus, but also thanks to POWER-KI, complex formulas or even mini programs.

Key Points	example
Symbol beginning with § (paragraph) are parameter of the formula. (NOTE: this is a specific <i>Calcolatrice</i> Notation)	10+§H
Symbol beginning with ° are Temporary variable	°a
Symbol beginning and ending with ° are Static variables, that retains its value.	°b°
Symbol beginning with £ are TEXT	£MyName
The separator of Float number is . (dot)	3.14
The , (comma) separate parameters	FLT(§R,2)
; (Semi colon) separate statements and clear the stack	°a=10;°a +2
0x if the prefix for hexadecimal number	<b>0x</b> abAB
<b>0b</b> is the prefix for binary number	<b>0b</b> 010111



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# 2.1 by Examples

#### 2.1.1 Math

+ - \* /

**Input box** 

10\*2

**Result Box** 

20

# **Constants**

**Input box** 

PI..ENP

#### **Result Box**

3.141592653589793 2.718281828459045

PI is: Greek P 3.14.. ENP is: e nepherian

The ".." is an operator that le concatenate symbol with a space between, "++" does the same thing but without the space.





# SIN COS TAN SINH COSH TANH **ASIN ACOS ATAN ATAN2**

Input box

sin(pi/4)

**Result Box** 

0.71

For Single Float result the default number of float digit can be set



setting Max Float Digit to 0 or in any case for multiple results, let you use:

FLT **Input box** FLT(sin(pi/4),4)

**Result Box** 

0.7071







#### **HEX and BIN**

**Input box** 

hex(125)..bin(125)..0b10+0x10

**Result Box** 

0x7d 0b1111101 18

Calcolatrice accept number also in hexadecimal (0x...) and binary (0b...) form.





#### **Temporary variables** 2.1.2

You can define Temporary variable (that retain a value only inside the calculus) with symbol beginning with ° (like: °myVar).

Having this:

#### **Input box**

#### **Result Box**

we can use °A:

#### Input box

#### **Result Box**

in this example we also use; (semi-colon) to separate statements, the effect of the semi-colon is also to clear pending values (clear the stack).

As you can note symbol are case insensitive: °a = °A, FLT = flt





#### Static variables 2.1.3

Static variable are retentive between executions and are that defined with a ° at the beginning and at the end, like "myPvar".

So we can broke the example in two executions:

#### **Input box**

#### **Result Box**

and the we can use "A" in any subsequent calculus:

#### **Input box**

#### **Result Box**

0.71 0.71 1.00





#### 2.1.4 Formulas

**Calcolatrice** let define formulas with parameters, these are defined prepending § (paragrath) at the beginning, like: §myPar

Entering in the Input box a symbol that begin with § the Parameters grid if not, is displayed and if the parameter is not already exists, is added.

In this way is very simple re-execute a formula with different values.

Input box
SQRT (Scat1°2+Scat2^2)

§PARAMETERS	VALUE
\$cat1	3
Scat2	4

Result Box		
	5	

Any content of the Input box can be saved as a Formula also if it does non have parameters.





#### 2.1.5 Iteration

in a formula can be inserted iterations, the schema is;

The iteration can be shortened with #SKIP; or ended with #BREAK;

As example the Fibonacci series:

```
Input box

°r=0; °a=0; °b=1;
#WHILE(°a<\sn);
°b=(°a+°b,°b)->°a;
°r=°r++","++°a;
#END;
°r
```

§PARAMETERS	VALUE
§n	4

# 0,1,1,2,2,5



POWER-KI Apps Productivity

Page 19 of 30



#### 2.1.6 Check condition

Two forms are possible.

The first is a flow control:

```
#IF(cond);
    do something;
#ELSE;
    something else;
#END;
```

```
#IF(\( \sigma n > 100 \);

"r=\( \sigma n - 100 \);

#else;

"r=100-\( \sigma n \);

#END;

"r
```

§PARAMETERS	VALUE
§n	25

Result Box	
	75



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#### The second is a function:

Input box
°r=if(§a<0,§a*-1,§a);°r

§PARAMETERS	VALUE
§a	-5

Result Box		
	5	





#### 2.1.7 Not only numbers

In Calculus you can manage also string of characters:

Input box	
if(Sa>100,£above,£below)	

§PARAMETERS	VALUE
§a	101

# **Result Box** above

If the string does not contains spaces can be inserted prepending £ (literal), otherwise with double quote: "text string".

SPLT	
Input box	
<pre>splt("xplab.net",".",£LEFT)</pre>	

**Result Box** xplab





#### 2.1.8 For advanced Users

In PWK there are many LIBs that offer functions for various tasks, just as an example:

# **FS FIND**

#### **Input box**

```
°L=fs_find("*.*");
°F=cat(LIS_use(°L,crlf));
trash(°L);
°F
```

#### **Result Box**

(list of files in the current directory)

#### Explanation:

```
°L=fs_find("*.*");
search all (*.*) the files and directory in the current directory and return a LIS;
```

the found elements are concatenated in a string (°F), separated by CR LF;

```
trash(°L)
```

the pointer of the LIS is destroyed;

٥F

is returned to be displayed.



POWER-KI Apps Productivity

Page 23 of 30



<sup>°</sup>F=cat(LIS\_use(°L,crlf));



In PWK all mathematic is performed on F64 (float 64 bit) values. The complete reference is available in POWER-KI manuals see: http://www.POWER-KI.com

https://github.com/POWER-KI/POWER-KI

#### **Operators**

£,(),  $\sim$ , =, +=, -=, //, /, +, -, \*, ==, !=, <, >, <=, >=, &, |, %, ^, !, ->, <<, >>, <<=, ++, ..., NOT, AND, XOR, OR, ZNOT, ZAND, ZOR, ZXOR, ZSUM, ZFSUM, PAND, POR, PXOR, SIN, COS, TAN, SINH, COSH, TANH, ASIN, ACOS, ATAN, ATAN2, SORT, EXP, LOG, LOG10, MOD, ABS

#### £ (litteral)

prepended defines a constant: £test; !! is equivalent to write; "test"

~ (tilde) (note: from keyboard obtainable by pressing ALT+126, keep ALT and press sequentially 1,2,6)

applied to an attribute, it returns true (1), if the attribute content is valid, that is not null and not only composed by spaces: IF( ~v1, £full, £empty); !! the opposite is; IF( ~v1==0, £empty, £full);

+= and -= (addiction and subtraction unary operators)

THREADs are used a lot in PWK programs. There are situations that require atomic operations. Suppose we want to increase the value of a variable: A = A + 1 in a situation of parallelism it could happen that between the acquisition of the value of A its increase and its reassignment another Thread has changed its value, the unary

Page 24 of 30

POWER-KI Apps Productivity







operators guarantee the atomic nature of the operation.

```
/ (division)
_____
What is the difference with the usual division?
The division by ZERO results ZERO!
// (integer division)
10.5 // 3 = 3
^ (exponentiation)
3^2 = 9
== CMP (comparation)
_____
ZERO is not NULL:
r=if( 0 == NULL, £TRUE, £FALSE); !! r results FALSE;
For the NNV (not numerical values), the '==' operator executes a
case insensitive comparation, ignoring the spaces at the beggining
and at the end, if you need an accurate 'char by char' and case
comparision, you have to use CMP:
s1="first";
s2=" first ";
s3=" First";
c1=if( s1==s2, £YES, £NO); !! c1 results YES;
c2=if(s1 cmp s2 == 0, £YES, £NO); !! c2 results NO;
c3=if( s1==s3, £YES, £NO);!! c3 results YES;
& | %! (and or xor not)
Binary Operators.
AND OR XOR NOT
______
LOGIC operations.
<< >> (Left and Right Shift)
```



POWER-KI Apps Productivity

Page 25 of 30



```
Shift operators: their behaviour changes with NV or NNV values:
a=0b1101; b= a >> 2; !! b results 0b11;
A="Tested"; B= A >>2; !! B results "Test";
++ <<= (concatenation)
A="Test"; B="One"; C= A ++ B; !! C results "TestOne";
A="Test"; B="One"; C= A <<= B; !! C results "TestOne";
.. (concatenation with space)
______
A="Test"; B="One"; C= A .. B; !! C results "Test One";
ZNOT ZAND ZOR ZXOR ZSUM (Fuzzy operators)
Note that ZSUM is an extension of PWK and for which there is also a
form as a function ZFSUM that can "add" more than one element, both
are drawn on the error (0 = no error) true (1) the result goes
inverted (r = a ZSUM b; r = 1-r;);
PAND POR PXOR (probabilistic operators)
_____
To execute probabilistic operations.
REF, EXIST, TYPOF (references)
_____
REF is an indirect reference to an item or an attribute, that can
be used as element left or right in the assignations;
EXIST verifies the existance of an item or an attribute;
TYPOF returns the type of an ITEM or an attribute.
HEX, BIN, FLT, INT, UNS, CHAR, CHARCOD (conversions)
_____
In general, the use is intuitive.
FLT allows to specify the decimal number of a value,
CHAR encodes one or more NVs in a symbol,
CHARCOD returns the numeric code of a character.
MIN, MAX, LIM (check on NVs)
MIN returns the minimum of a list of values:
MAX returns the maximum of a list of values;
```

Page 26 of 30









 $\mbox{LIM}\left(\mbox{v, mn, mx}\right),$  if v exceeds the limits, returns a value between them.

#### IF (ternary)

-----

IF(c, a, b), as function, evalues the first parameter and, if true, return the second value (a), else the third (b). As a function, all the parameters are evalued before the assignation.

ISNULL, ISEMPTY, ISTRUE, ISERR, TSTX, ISNUM, ISFLT

Test function.

#### ISTRUE(x)

- if x is a NV, it returns true (1) se x>0;
- if x is a NNV, it returns true (1), if x is not null or x not contains only space characters;

ISEMPTY(x) returns true(1) if x is empty and not NULL;

ISNULL(x) returns true (1), if x is NULL;

ISERR(x) returns true (1), if x is NULL or <0;</pre>

TSTX(x, "One, Two") returns £One, if x is true, else £Two

ISNUM(X) returns true (1), if x is a NV

ISFLT(x) returns true (1), if x is a NV of FLT (float) type.

BITF, MID (extraction and/or modify of a symbol)

-----

For NVs, you can use BITF to obtain or extract single or multi bit values from a source value.

For NNVs, you can use MID to obtain or modify a part of a symbol.

LEN, NSP, FST, LST, CAT, LWR, UPR, RTF2TXT, NNL, NNLv (symbol operation)

\_\_\_\_\_\_

LEN(s) returns the length of s in characters;

 $\operatorname{NSP}(s)$  deletes from s the space characters at the beginning and at the end;

FST(s) returns or substitutes the first character of s;

LST(s) returns or subtitutes the last character of s;

LWR(s) transforms all the characters of s in the lower case version;

UPR(s) transforms all the characters of s in the upper case version;



POWER-KI Apps Productivity

Page 27 of 30



#### Calcolatrice

#### Operators and functions overview



CAT concatenates symbols;

RTF2TXT(x) converts a RTF text in unicode.

NNLv(x,v) , if x is null, returns the value of the second parameter or an empty symbol;

NNL, if x is null, returns an empty symbol.

FRMT (format)

Create a symbol using the C printf notation,

SPLT, TKNZ, TKNZOP, CSV, CSVTBL (split symbols)

\_\_\_\_\_\_

SPTL extracts a side (Left/Right) by a symbol, related to a separator;

TKNZ/TKNZOP returns a LIS, obtained splitting a symbol, using a list of separators;

CSV returns a LIS, obtained splitting a symbol, using a separator (,);

CSVTBL returns a TBL, obtained splitting a symbol, using different separators for items and rows, preserving the values contained into blocks.

SRCH, MTCH (search into symbols)

SRCH searches a symbol inside an other (with various parameters); MTCH comparate symbols for similarity.

QUOS, QUOD, QUOSE, QUODE, ESCP (incapsulation of symbols with quotes)

QUOS (single quote) encapsulates a symbol with single quotes; QUOD (double quote) encapsulates a symbol with double quotes; QUOSE, QUODE as above but preserves (doubling it) the eventual encapsulation character contained in the symbol.

TMR, CLOCK (the time)

TMR obtains the system time (from the start of the program or thread) in ms or at high resolution, with possible comparison with a given value;

CLOCK returns the number of seconds elapsed since january 1st 1970.

Page 28 of 30

POWER-KI Apps Productivity





OSEXEC, OSSHELL, OSSTART, PWKTASK (lauch Operating System processes or commands)

\_\_\_\_\_\_

OSEXEC executes a command on the O.S. (synchronous); OSSHELL executes an O.S. command; OSSTART launches a new process; PWKTASK starts a PWK program as a process.

PTRTYP, PTRLIS, PTRDUP, THASH (the PTRs, pointers)

PTRTYP returns informations about a PTR; PTRLIS returns the list or the allocated pointers; PTRDUP duplicates a pointer, TRASH is used to delete pointers no longer in use .

CRLF, BOM, UID, UCNT, PI, ENP, RAND (costants or almost)

CRLF codificates the end-line symbol (0x0d0A);
BOM ByteOrderMark (0xFEFF) for UTF-16;
UID generates unique ids, within the PWK application;
UCNT is a unique counter, within the PWK application;
PI Greek P 3.14..
ENP e nepherian
RAND returns a randomic value.





# Where Next

Calcolatrice is an Open Source and Free application written in POWER-KI.

If you are interested in coding you can consider to learn POWER-KI,

Using Calcolatrice you have already learned some basic elements, with a little effort, you can go ahead and write your own application for a vast range of fields:

- IoT (Internet Of Things),
- account.
- management,
- industrial.
- web ...



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